WHAT IS CLAIMED IS:

1   A game system arranging an object in a virtual three-dimensional space and displaying a visual field image on a game screen viewing said object from a predetermined view point position;

the game system characterized by arranging a plurality of view point position in said virtual three-dimensional space, selectively switching the view point position in accordance with a state of said object, and displaying the visual field image on the game screen viewing said object from view point positions moving from one position to another when the view point position is switched.

2.   A game system displaying an image on the game screen captured by a virtual camera from a predetermined view point position to an object moving in a virtual three-dimensional space in accordance with a player's operation, wherein the game system characterized by comprising:

a view point position setting device for setting a first view point position from which a predetermined observation point is viewed while following a movement of an operation object, and a second view point position from which said operation object is viewed in a predetermined fixed direction; and

a virtual camera setting device for arranging said virtual camera by switching alternatively said first view point position to said second view point position corresponding to a state of said operation object and for moving said virtual

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camera along a virtual line connecting said first view point position with said second view point position while keeping a state of capturing said operation object when the view point position is switched.

3.   A game system displaying an image on a game screen captured from a predetermined view point position with a virtual camera wherein a first object operated by a player and a second object having a relation with the first object move in a virtual three-dimensional space;

the game system being characterized by comprising:

a view point position setting device for setting a first view point position to view a predetermined observation point following said moving first object and for setting a second view point position viewed based on an observation point settled between both objects when said first object has a relation to said second object;

a distance judging device for judging a distance between said first object and said second object; and

a virtual camera setting device for arranging said virtual camera by switching said first view point position alternatively to said second view point position corresponding to a judgement result by said distance judging device.

4.   A game system according to claim 3, characterized in that said virtual camera setting device moves said virtual camera along a virtual line connecting said first view point position with said second view point position while keeping the state in which said first object and said second object are captured

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during the view point position is switched.

5. A game system according to claim 4, characterized in that said virtual camera setting device adjusts a moving speed when said virtual camera is moved along said virtual line in accordance with a distance judged by said distance judging device.

6. A game system according to claim 3 , characterized in that said virtual camera setting device arranges a position of said virtual camera so that the position is switched to said first view point position when a distance judged by said distance judging device is smaller than a predetermined settled value, and the position is switched to said second view point position when said distance is within a predetermined settled value.

7. A game system according to claim 3, characterized in that said view point position setting device adjusts a distance between said second view point position and said observation point so that the distance is within a distance judged by said distance judging device.

8. A computer readable recording medium characterized by recording a program for allowing a computer, included in a game system arranging an object in a virtual game space and displaying a visual field image on a game screen viewing an object from a predetermined view point position, to function so as to switch the view point position selectively in accordance with a state of said object by setting a plurality of view point position in said virtual three-dimensional space, and to display said visual field image on the game screen viewing

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said object from view point positions moving from one position to another when the view point position is switched.

9.   A computer readable storage medium characterized by recording a program for allowing a computer constituting a game system, the game system displaying a picture captured by a virtual camera from a predetermined view point position to an object moving in accordance with a player's operation in a virtual three-dimensional space, to function as:

a view point position setting device for setting a first view point position to view a predetermined observation point following a movement of an operation object and a second view point position to fixedly view said operation object in a predetermined direction; and

a virtual camera setting device for arranging said virtual camera by switching said first view point position alternatively to said second view point position corresponding to a state of said operation object, and for moving said virtual camera along a virtual line connecting said first view point position to said second view point position while keeping a state of capturing said operation object when the view point position is switched.

10.   A computer readable storage medium characterized by recording a program for allowing a computer constituting a game system, the game system displaying an image on a game screen captured from a predetermined view point position with a virtual camera wherein a first object operated by a player and a second object having a relation with the first object move in a virtual

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three-dimensional space, to function as:

a view point position setting device for setting a first view point position to view a predetermined observation point following said moving first object and for setting a second view point position viewed based on an observation point settled between both characters when said first object has a relation to said second object;

a distance judging device for judging a distance between said first object and said second object; and

a virtual camera setting device for arranging said virtual camera by switching said first view point position alternatively to said second view point position corresponding to a judgement result by said distance judging device.

11.   A computer readable storage medium according to claim 10, recording a game program, characterized by that said virtual camera setting device moves said virtual camera along a virtual line connecting said first view point position to said second view point position while keeping a state in which said first object and said second object are captured when the view point position is switched.

12.   A computer readable storage medium according to claim 11, recording a game program, characterized by that said virtual camera setting device adjusts a moving speed of said virtual camera when the camera moves along said virtual line in accordance with a distance judged by said distance judging device.

13.   A computer readable storage medium according to claim 10,

recording a game program, characterized by that said virtual camera setting device arranges said virtual camera at said first view point position when a distance judged by said distance judgement device is larger than a predetermined settled value, and at said second view point position when said distance is within a predetermined settled value.

14. A computer readable storage medium according to claim 10, recording a game program, characterized by that said view point position setting device adjusts a distance between said second view point position and said observation point so that said first object and said second object are arranged within a capture range.

15. An image displaying method arranging an object in a virtual three-dimensional space and displaying a visual field image on a game screen viewing said object from a predetermined view point position, characterized by that a plurality of view point position are set in said virtual three-dimensional space, the view point position is selectively switched in accordance with a state of said object, and a visual field image viewing said object from view point positions moving from one position to another is displayed on the screen.

16. An image displaying method displaying a visual field image viewed from a predetermined view point position by a virtual camera toward an object moving in accordance with a player's operation in a virtual three-dimensional space, characterized by comprising;

a view point position setting device for setting a first

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view point position for viewing a predetermined observation point by following a movement of an operation object, and a second view point position for fixedly viewing said operation object in a predetermined direction; and

a virtual camera setting device for arranging said virtual camera by alternatively switching said first view point position to said second view point position in accordance with a state of said operation object, and moving said virtual camera along a line connecting said first view point position with said second view point position while keeping a state of capturing said operation object when the view point position is switched.

17.   An image displaying method displaying an image on a game screen captured from a predetermined view point position with a virtual camera wherein a first object operated by a player and a second object having a relation with the first object move in a virtual three-dimensional space, characterized by comprising;

a view point position setting device for setting a first view point position to view a predetermined observation point following said moving first object and for setting a second view point position viewed based on a observation point settled between both objects when said first object has a relation to said second object,

a distance judging device for judging a distance between said first object and said second object,

a virtual camera setting device for arranging said virtual camera by switching said first view point position

alternatively to said second view point position corresponding

to a judgement result by said distance judging device.